

This magazine is affiliated with the IFW Diplomacy Society, NFFF Games Bureau, NOW, and IDD. Some of our fellow Diplomacy journals that we highly recommend are ROHAN, EHRWON, SHAEF, GRAUSTARK, ATLANTIS, STAB, SHAFT, and VERBAL CHAOS LTD.

Game Openings

LD #7: Open. Regular Diplomacy. GM Christopher Schleicher, 1535 Dartmouth Lane, Deerfield, Illinois 60015.
 LD #9: Open. Regular Diplomacy. GM Christopher Schleicher.
 LD #10: Open. Regular Diplomacy, for UWA Tournament. UWA members only. Fee \$2 to Mark Dumdei. GM Len Lakofka, 1806 N. Richmond, Chicago, Illinois 60647.
 bronto 3: Open. Khanomacy. GM Len Lakofka. Map and rules in LD #17.
 bronto 4: Open. Rajomacy. GM Len Lakofka. Map and rules in LD #17.
 bronto 5: Open. Barbaria. GM Len Lakofka. Map and rules in LD #17.
 bronto 6: Open. Plantirri. GM Len Lakofka. Rules enclosed!
 bronto 7: Open. Regular Diplomacy. GM Len Lakofka.

Fees for bronto 3, 4, 5, + 7 -- \$4. Members of NFFF, NOW, or IFW deduct 50¢. Current players in LD or bronto deduct an additional \$1.

The fee for LD #10 is special -- UWA members only, \$2 to Mark Dumdei.

The fee for LD #7 & 9 is \$4, \$1 off for members of IFW or NFFF. Current players in either LD or ATLANTIS games, 50¢ additional off.

bronto #1

Here the USPO has administered the double whammy to poor Brenton Ver Ploeg! His 'zine was sent to Colorado and never forwarded, and then his letter asking what happened to the 'zine arrived here on July 29, 1970! I had talked to Brenton prior to its arrival (we both thought it completely lost) and came to the following agreement:

Bronto #1. Move will stand. Brenton did not make the last move -- they came from a neutral player without sealed orders. Thus a deadline extension in this game will be made to 29 October, 1970.

Bronto #2. In this game the substitute really gave Brenton the shaft. Seeing the situation and since the move was not from sealed orders, I'm going to ask those players adjacent to Austria to resubmit moves. However, northern countries will not be affected, and to uphold all players' rights, ANY player in the game may forbid the season to go over. I shall only publish the objection, I will withhold the player(s) name if he so requests. Thus players are asked to resubmit last season's moves and a move for next season, in the event a protest does develop. Deadline will be:

COA: Brenton Ver Ploeg, 1903 Sherman, Apt. 1, Evanston, Ill. 60201.

Fall 1901

LD #8 -- IW Game

1970 AY (?)

ENGLAND: a edi-bel convoyed by f nth

GERMANY: a ruh-bel

FRANCE: a bur (s) ENG f nth-bel (NSO)

((lowercase fails, upper case succeeds))
 ((therefor Bel is unowned))

Winter 1901

LD #8 -- IW Game

1970 AY

ENGLAND (Gygax): B F Lon.

ITALY (Borecki): B F Nap

FRANCE (Tulp): B A Par, A Mar.

TURKEY (Cote): B F Smy

RUSSIA (McDuffie): B A Mos, A War, A StP. GERMANY (Pulsipher): B A Mun, F Kie

AUSTRIA (Schleicher): B A Bud.

Deadline for Spring 1902 is: 29 October 1970

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Bill McDuffie is not at school. Use the current address listed in VCL
Russell Tulp is at 433 Parkside, Buffalo, New York.
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Fall 1906

LD #5

1969 BK

Note GM error Spring 1905!

F Spa (SC) was not ordered in /R/ to MAO by the substitute. The error was not then giving France a build. The substitute so chose not to retreat, and then build a piece. But both he and I forgot to make the proper build and thus the move appeared as though the substitute had no build/retreat option. That is not true. While sealed orders can not specifically order R or B, the substitute is permitted to make them as was done last season with the Italian fleet.

ABBREVIATIONS USED

CB = convoyed by
with = supported by
D+A = dislodged + annihilated
NSO = no sealed orders
SOR = sealed orders received
MS = mutual support in place

U,H = unordered, hold
NSA or NSF = no such army or fleet
/R/ = retreat
R = remove
NMR = no moves received
/B/ = build

Fall 1906

LD #5

FRANCE (L'Heureux): SOR a gas (s) a spa-mar, a spa-mar /D+A/, A YOR (H), F LON_ENG, F BRE-MAO WITH F POR, A BUR /U/, a par (s) a spa-mar /NSA/.

ITALY (O'Hara): NSO a gal-sil, A TYR-MUN WITH A BOH, a mar (s) f mao-gas, f mao-gas, /D/, /R/ NAF, IRI, NAO, or /A/), F LYO-SPA(SC) WITH F WES, A TUS-PIE

RUSSIA (Cleaver): NSO a mos MS A WAR

TURKEY (Katzive): NSO A SEV (S) a ukr-mos, A SER, F BLA, F BUL(EC), F AEG, A RUM, A GRE ALL HOLD.

GERMANY (Boles): NSO,NMR A PRU, A SIL, A STP, F NTH, F BOT, & F LIV ALL U+H, a mun u,h/D+A/.

.....
COA: Cleaver -- 6805 Carolyn Rd., Louisville, Ky. 40214
.....

COUNTRY	LD #5	1969 BK			
		PIECES	CENTERS	BUILD	REMOVE
ITALY: HOME, TUN, TRI, VIE, BUD, MAR, SPA, MUN.		((8* if no /R/ for f 2* mao, build 3))			
GERMANY: KIE, BER, DEN, SWE, NWY, STP, HOL, MAA .		6	7	1	-
TURKEY: HOME, GRE, BUL, SER, RUM, SEV.		8	8	-	-
RUSSIA: WAR, MOS.		2	2	-	-
FRANCE: PAR, BRE, BEL, POR, LON, LIV, EDI, MAA .		7	7	-	-

Deadline for builds/removals is: 29 October 1970

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Fall 1904 LD #6 1969 BZ

ENGLAND: F NTH-ENG, F ENG-BRE, A BRE-PAR.
 GERMANY: a bur-par.
 FRANCE: A PAR-BUR WITH A GAS
 Note Koning's Rule. A Bur may not stand off English A Bre.

Spring 1905

ENGLAND (Krigsman): SOR F SWE (H), A STP (H), F ENG (C) A LON-BRE, F BRE-GAS,
 WITH A PAR, F POR (S) F MAO-SPA(SC). /B/ A Lon-Bre, F Edi-Nth.

GERMANY (Patton): SOR A BUR/R/PIC, A PIC (H), F BEL-HOL, A RUH-BUR WITH A MUN,
 A SIL-WAR, A WAR-UKR WITH A MOS, A KIE-DEN.

AUSTRIA (Pulsipher): NSO A TYR (S) a tri-ven, A GAL/U+H/, A RUM (S) a ukr-gal NSA,
 F GRE (S) Turkish F AEG-ION, a ukr-gal NSA, a tri-ven.

FRANCE (CD): NMR *R* F Spa (sc). a bur & a gas ?uth, D+A/

TURKEY (Valentine): NSO A BUL (H) WITH F BLA, F AEG-ION, A SEV (H) /B/ F SMY-EMO

ITALY (Morale): a ven MS A ROM, /B/ A ROM MS A VEN, AMAR (S) f lyo-spa(sc) NSF,
 f lyo-spa(sc) NSF, F WES/U+H/., f ion (H)/D/, (/R/ ALB, ADR, APU, TUN, TYR,
 NAP or /A/)

Deadline for Fall 1905 is: 29 October 1970

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COA: Ken Valentine, 1321 S. Finley Rd., Apt. 110, Lombard, Illinois 60143

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London, England: In an emergency session of Parliament today, the Prime Minister announced that "due to the failure of the Italian government to negotiate certain key issues, we find it necessary to sever all diplomatic relations." When asked to explain in further detail, the Prime Minister said: "Italy has failed to recognize both English suzerainty over the Iberian peninsula and certain parts of France and the German annexation of the Low Countries. Furthermore, Italy has made out-

rageous demands in regards to English dominated and German territory. We find this intolerable and wish the world to know that England no longer has any dealings with Italy.

Austria: Care for a tour of the Vatican?

Fall 1908

LD #2

1969 AY

RUSSIA (Patton): NSO F SKA-NTH, A BUL-CON WITH F BLA, F SEV (H).

ITALY (CD): F SPA(SC), A POR, F TYR, /U+H/

ENGLAND (Duncan): NMR, NSO A BRE, F GAS, F WES, F NAF, F MAO, F STP(NC), F SWE,
F ENG all /U+H/

TURKEY (CD): F GRE, F AEG, F ANK all /U+H/, a con /D+A/.

GERMANY (Nyderek): A PIE-VEN, A GAL-RUM, WITH A SER, A BUD, AND A UKR, A ROM-NAP,
F DEN (H), A SIL-GAL, A BUR (H), A TRI-ALB, A TYR-TRI, A KIE/U+H/, a ber-sil NSA.

Deadline for Spring 1909 is: 29 October 1970

COUNTRY	PIECES	CENTERS	BUILD	REMOVE
RUSSIA: SEV, AAA , BUL, ROM, CON.	4	4	-	-
ITALY: AAA , SPA, TUN, POR, SER.	3	4	-	-
ENGLAND: HOME, BRE, SWE, NWY, STP, BEL.	8	8	-	-
TURKEY: GRE, ANK, AAA , SMY.	3	3	-	-
GERMANY: HOME, DEN, HOL, 12. PAR, WAR, MOS, BUD, VIE, TRI, VEN, MAR, NAP, RUM.		15	3*	-

((Build only 2, Kiel occupied))

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Spring 1906

1969 AZ

LD #3

ENGLAND (Lakofka): A Liv-Mos, A Lon-Wal, F Swe-Norway, F North Sea-Eng, F Eng-Mid,
F Mid-Wes, F Spa(sc)-Lyo, F Wes-Tyr.

GERMANY (Locke): F Den holds, A War-Gal, A Pru-War, A Ber-Sil, A Boh (S) A Mun-Tyr,
A Mun-Tyr, A Bur (S) A Gas-Mar, A Gas-Mar.

RUSSIA (CD): A Ukr holds.

TURKEY (Tulp): A Sev-Mog, A Ser-Bud, A Con-Bul, A Ank-Arm, F Adr (S) F Alb-Tri,
F Abl-Tri, F Rum holds, F Smy-Aeg,

ITALY (CD): F Ven, F Nap, F Tun, hold. A Mar dislodged & annihilated.

AUSTRIA (Nyderek): NMR NSO A Bud holds. A Tyr, A Tri dislodged & annihilated.

Fall 1906 moves are due: 29 October 1970 to Christopher Schleicher, 1535 Dartmouth
Lane, Deerfield, Illinois 60015.

Atlantis

A Diplomacy Variant

by

Len Lakofka

Published by the ATLANTIS Press

"PALANTIRRI"
A Diplomacy Variant

Map: Standard Diplomacy map with Switzerland optionally impassable as explained herein.

Pieces: Fleets and Armies as in Diplomacy -- plus optional units designated "Palantir", placement as in Winter 1900 of Standard Diplomacy

Rules: The rules of Diplomacy will apply unless altered by the following.

Standard Interpretations:

1. Koning's Rule and Well's and Turner's extensions are observed. If a piece is dislodged by an enemy unit, its attack, if directed against the province from which the dislodging unit came, may not stand off another army or fleet attempting to enter that province. This rule stands even if the dislodged piece had supports vs the unit dislodging it.
2. Boardman's Dilemma. The support of a unit is cut only by an attack "from the side" (but not by an attack "from the side" made by your own unit). An attack from the province against which it is giving support is not cut by that attack, even if supported, and even if it is then in turn dislodged by that unit against which support is being given.
3. A player may not dislodge one of his own units by direct attack due to that unit's inability to fulfill a movement, support, convoy or hold order. (See #12 for exception) An unordered unit, however, may be attacked and destroyed (it loses its right to retreat) even by pieces of its own nation!
4. Unordered units may be supported in place, however. If dislodged, they lose their right to retreat.
5. An "unordered unit" is one that: 1) is not mentioned at all in the orders for a season, 2) is incorrectly designated as to type or location (i.e. coast must ALWAYS be listed) or 3) is given no SPECIFIC order to hold, support, move, or convoy according to its ability. An incorrectly written, or impossible order is construed as an unordered unit. i.e. if you blow it, tough!! examples: F Spa-Gas (again no coast); F Spa Sc-Mar (piece is actually on the nc.); F Par-Bre (piece an army obviously); A Par-Mun (impossible move); A Par (no order is given); A Par(s) Pustrian A Mun-Hadies (impossible order). In each case, the unit is considered UNORDERED! Its move will fail and will be considered as unordered. If it is dislodged it is annihilated.
6. The right to retreat and build is held by the player. He must specifically order retreats and builds or they will not be made.
7. The Coastal Crawl is legal in movement or retreat. F Port-Spa NC, F Spa Sc-Port, --- F Spa Sc-Port(s) by F MAO, F Port (R)-Spa NC.
8. Changing of the Guard is legal by pieces of the SAME power. F Spasc-Mar, A Mar-Spasc. It is not legal for opposing powers.
9. Shangrin's Alternate Convoy is legal, the destination and embarkation point must be the same. Each fleet so used is considered to be ordered and if one of the alternates is used the fleet may not perform other duties. e.g. A Lon-Bel, F Nth (c) A Lon-Bel, F eng (c) A Lon-Bel. Which ever order is first completed will follow Brennan's Rule, i.e. a convoyed attack comes from the last fleet to convoy the army. A Smy-Spa, F Aeg, F Ion, F Tyrr and F Lyon & A Smy-Spa, F East Med, F Ion, F Tyrr, F wes C A Smy-Spa. Note: the entire chain must be listed in this form so that if East Med and Lyon were dislodged, Both alternates would fail. Fleets not in either chain may support any convoying fleet in place.
10. A piece may be retreated by convoy IF the convoyed fleet was ordered to hold in the move season, or was an alternate convoy fleet that was unused, and was unattacked in that move season. A piece may be convoyed by another power!
11. The cutting of cutting of support is not observed. i.e. a unit ordered to attack does not have to turn and fight a unit attacking it.

12. A variation of Chalker's rule is observed. A unit, attacked by two or more equal forces, at least one being an enemy force, is dislodged if the unit could hold as ordered if but one force attacked it. I.e., Germany: F Den-Swe, F Eke-Den with F Bal; England: F Nth-Den with F Ska; Russia: F Swe hold. F Den is dislodged, however, Den is still German.

13. Nomenclature: A and F will stand for Army and Fleet respectively. P will stand for Plantir. AP and FP will stand for an army or fleet carrying or using the Plantir in the same province as it is in. Eng, Fra, Ger, Ita, Tur and Aus will stand for the Great Powers in either their Noun or Adjectival sense.

The three letter code used for provinces still shall be the first three letters of the province with these exceptions: North Sea = Nth, Norwegian Sea = Nwg, Norway = Nwy, North Atlantic Ocean = NAO, Mid Atlantic Ocean = MAO, English Channel = Ech, Liverpool = Lpl, Tyrrhenian Sea = Tyh; double coasted provinces will be listed by the abbreviation NC, SC, and EC. (C) = the order to convoy, (S) = signifies the order to support, with = the order to lend support. ((S) and with may be used interchangeably, i.e., F Den-Swe with F Bal is the same as F Bal (S) F Den-Swe.) An order in upper case letters shall succeed, an order in lower case shall fail. A portion of one order may be in lower case and the other in upper to imply that orders for more than one piece have been grouped together and one portion fails while another portion succeeds. I.e., F DEN (S) f kie-bal, means that the support is not out but the move fails. F ION (S) A APU-NAP, means both orders, for F Ion and A APU have succeeded. A LON-BEL (C) EX F NTH WITH F ENG means that F Eng is supporting F Nth. F NTH (C) A LON-BEL WITH F ENG means F Eng is supporting A Lon-Bel. /D/ = dislodged, /R/ = retreat, (H) = hold, /A/ = annihilated, /U/ = interpreted as being unordered, /E/ = build, (R) = remove.

14. From the first building season on, a player may elect to build a "Plantir" in any unoccupied home center in his possession. A player may build only one "Plantir" per game; he may, due to capture, be in possession of more than one however. A "Plantir" requires one unit of supply. It may never be destroyed once placed on the board. If a player is forced to remove units he must remove armies and fleets first. If he is still in debt, i.e., all of his pieces are gone, the PLANTIR still remains on the board. Thus more than 34 units (armies, fleets and Plantirri) can be on the board at once. A unit with a Plantir, i.e., in the same province, owns that Plantir, if it is left alone in a province it is considered as being unowned unless the player lays claim to it. A Plantir, once built, may be picked up by an army or a fleet of any nation that enters the province in which it was built or in which it now resides. An army or fleet may carry only one plantir with it. It may enter a province with another Plantir, but may only leave with one. More than one Plantir may occupy the same province. When a piece is moved or retreated, the Plantir in the same province with it will remain with it only if specifically ordered to be carried along with it, (i.e., AP or FP designation. If the designation is not given, the piece is considered to have abandoned the Plantir and if dislodged it may not carry it along. During the winter build turn a Plantir with a piece is automatically owned by that power and must be supplied. A Plantir not with a unit and not in the home center of the unit last possessing it is optionally allowed to be left unowned by the player last possessing it. If he disclaims the Plantir he may not reclaim it for two game years. If he is retreated into the province where it lies, moves into it, or dislodges the unit which picked it up, but chooses not to carry it along in its retreat, prior to this two year deadline it may not utilize the power of this Plantir, but he must be able to supply it if a winter season comes up.

15. A unit with a plantir, that uses it, is considered as a double army or fleet in holding, lending support, convoying or attacking. To cut its support or stand it off, two units or attack must be directed against it alone. To dislodge the unit with the Plantir at least 3 units of attack must be directed against it. (if it is unsupported). If it does utilize a Plantir and is dislodged from its original province it is annihilated instead, it may not retreat. The Plantir remains in the province.

16. A unit carrying a Plantir may enter Switzerland, but it does so as a single army. It requires only one supply while in Switzerland. It may leave Switzerland as a double army. It may give only a single support from Switzerland.

17. If an army with a Plantir enters a province with two other Plantirri in it, it may remove all three Plantirri and replace it with Silmaril. A unit with a Silmiril requires only one supply. A Silmiril army has a unit strength of a DOUBLE army. If dislodged, the unit is annihilated and the Silmiril is left in place. The Silmiril unit has the unique advantage of being able to move, or lend support to a move, to any land province on the board!!

18. To win a player must have 18 supply centers in a winter season.